EE4717/IM4717 Web Application Design Web Application Design Principles

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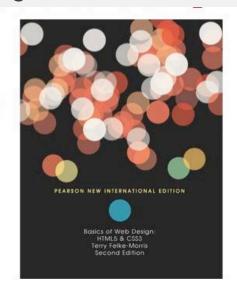
The teaching are mostly adopted from the slides provided by the author and publisher of the following textbook:

> Basics of Web Design: HTML5 & CSS3 New International Edition, 2/e

Author: Terry Felke-Morris

Publisher: Pearson

ISBN : 9781292025469



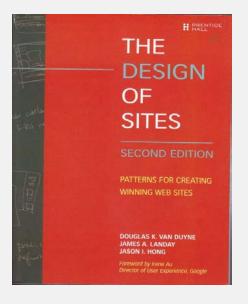
ALWAYS LEARNING PEARSON

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Design of web application

- It is more than just web-programming.
- Recommended text:



☐ Title: The Design of Sites

Authors: Douglas K. Van Duyne;

James A. Landay;

Jason I. Hong

ISBN: 978-0-13-134555-3

Publisher: Prentice Hall PTR

- Emphasis: Customer-centered web design.
- Some slides are based on the chapters in this book



Applying Customer-Centered Design

Principles

- high-level concepts that guide the entire design process and help you stay focused.
- must acquire a deep understanding of your customers' needs.
- design your Web site iteratively, moving from rough cuts to refined prototypes, before creating the production Web site.
- Design is about making informed trade-offs between competing constraints.

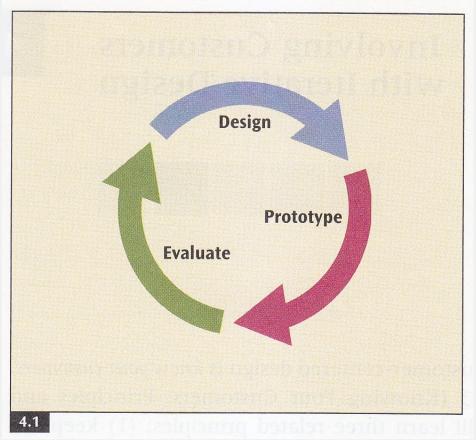


Choose the right combination of colors

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The Iterative Design Process



Detect problems while they're still inexpensive and easy to fix, building site with the features that your customers need, in a way that your customers can use.

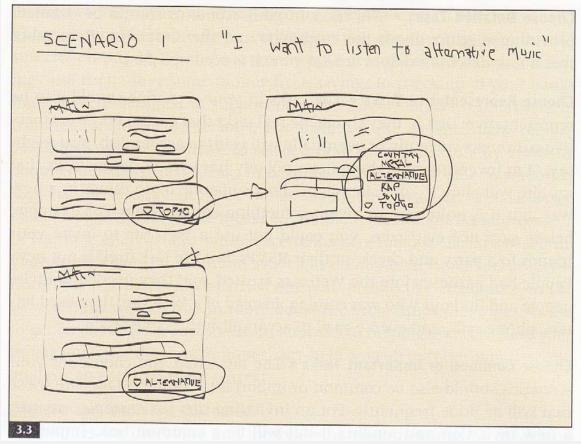


How to start: Build Scenarios

- Create scenarios illustrating why people would use your Web site.
- Use photographs or sketched storyboards.
- Storyboard is a sequence of Web pages that you create to give a rough idea of how someone might accomplish a given task.



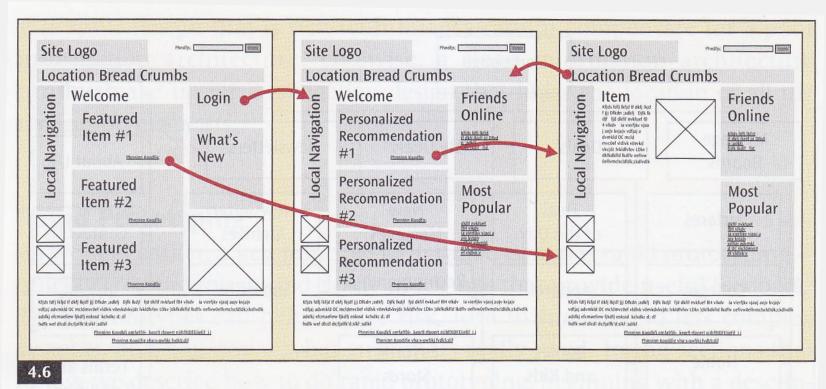
Storyboard



This sketcher storyboard shows how a customer would accomplish one task using the design of a music site targeted at mobile device users.



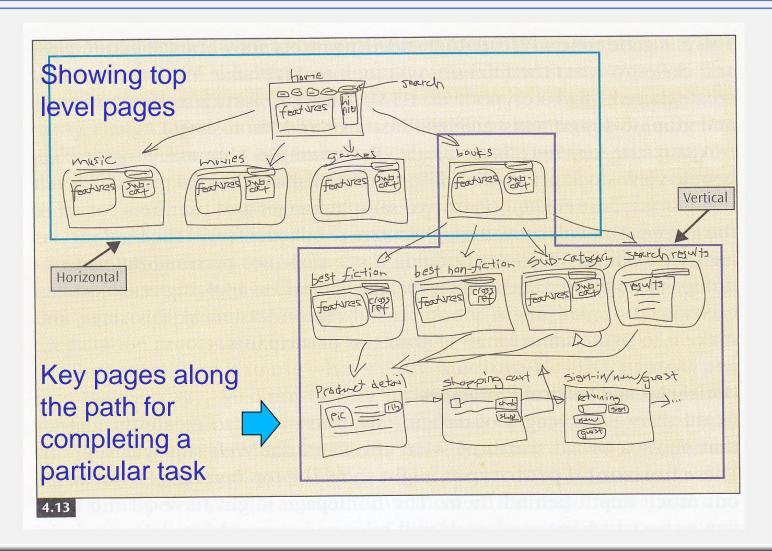
Rapid Prototyping – Storyboard



Storyboards show the steps that a customer would take to accomplish a task. This storyboard shows how a customer interacts with a site that lets groups of friends find, recommend, and share things with each other.

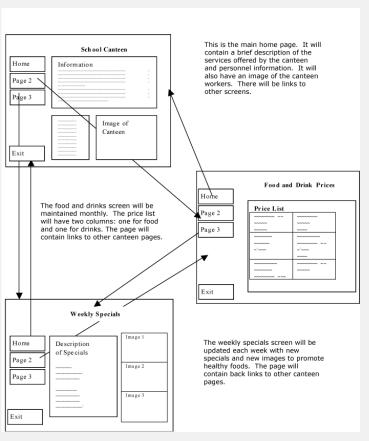


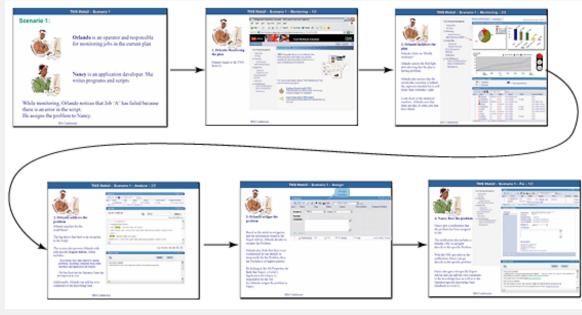
Horizontal and Vertical Prototypes





Sample Storyboards





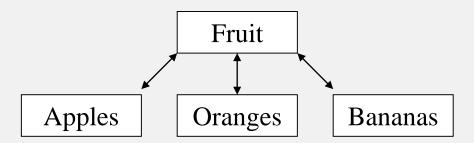


Card Sorting

- It helps to determine the best Site Map structure.
- Example suppose your site starts with the following content:

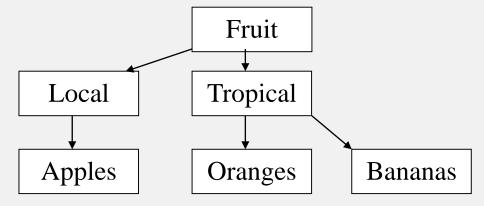
Apples Oranges Bananas

– for a grocery site:

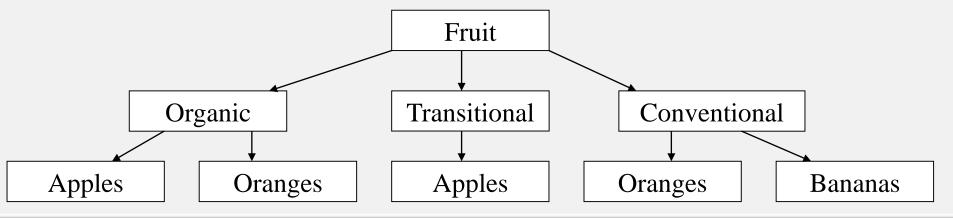


Card Sorting

 If customers were particularly concerned about freshly picked, locally grown fruit,



If customers were concerned about pesticide use,

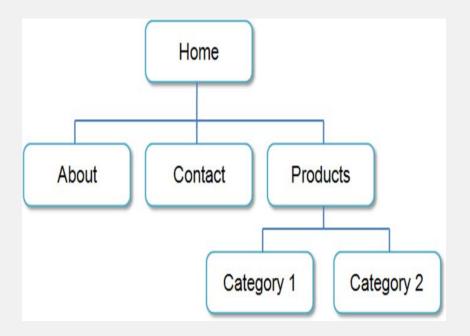


Website Organization

- Hierarchical
- > Linear
- > Random



Hierarchical Organization

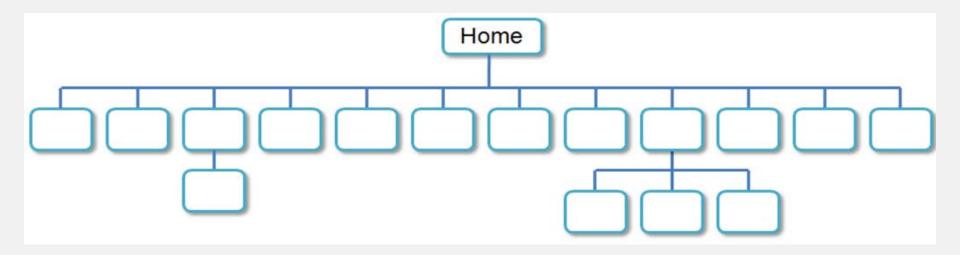


- A clearly defined home page
- Navigation links to major site sections
- Often used for commercial and corporate websites

Site Map



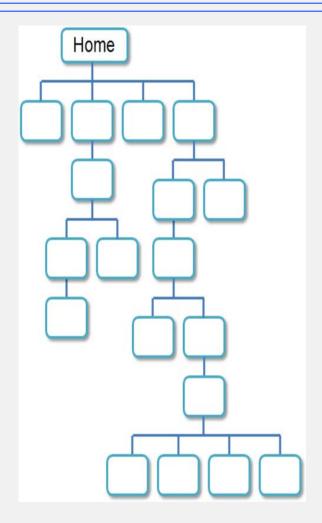
Hierarchical: Too Shallow



- Be careful that the organization is not too shallow.
- ➤ Too many immediate choices → a confusing and less usable website.
- Group, or "chunk", related areas

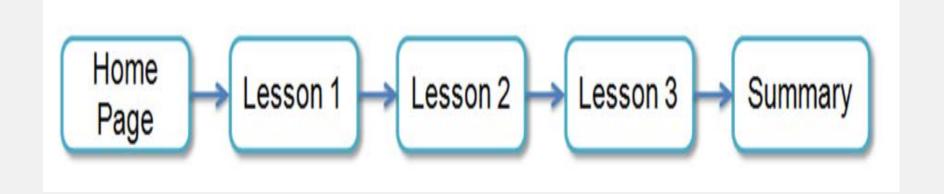


Hierarchical: Too Deep



- Be careful that the organization is not too deep.
 - This results in many "clicks" needed to drill down to the needed page.
 - User Interface "Three Click Rule"
 - A web page visitor should be able to get from any page on your site to any other page on your site with a maximum of three hyperlinks.

Linear Organization

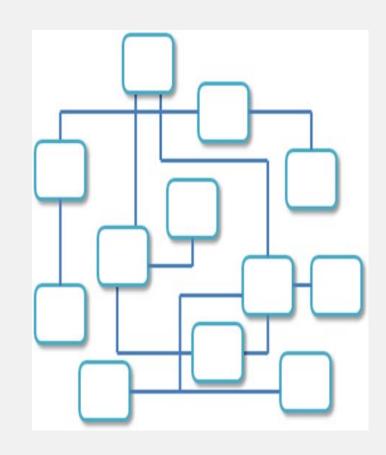


- A series of pages that provide a tutorial, tour, or presentation.
- Sequential viewing

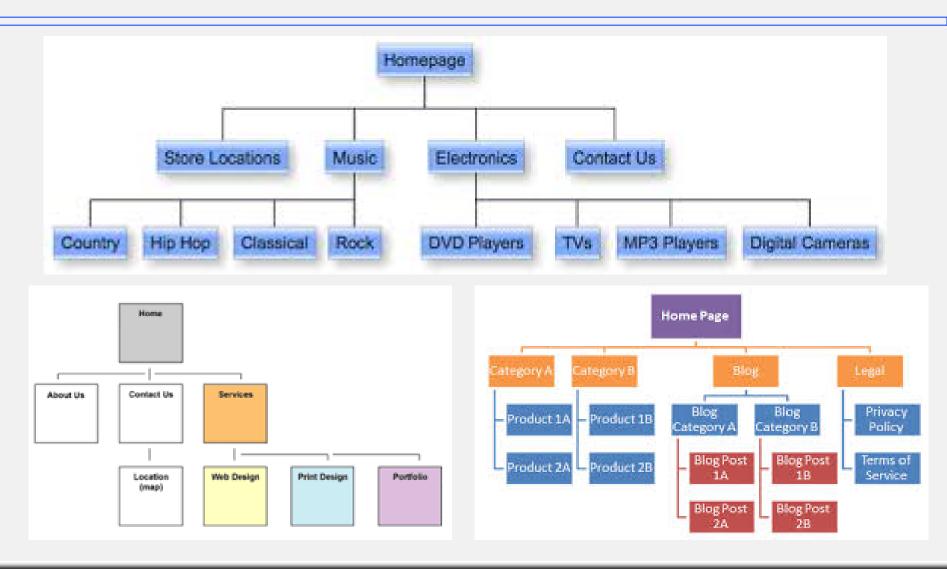


Random Organization

- Sometimes called "Web"
 Organization
- Usually there is no clear path through the site
- May be used with artistic or concept sites
- Not typically used for commercial sites



Sample Site Maps





Visual Design Principles

Repetition

 Repeat visual elements throughout design

Contrast

- Add visual excitement and draw attention
- > Proximity
 - Group related items
- Alignment
 - Align elements to create visual unity





Writing for the Web

- Avoid long blocks of text
- Use bullet points
- Use headings and subheadings
- Use short paragraphs
- Use common fonts:
 - Arial, Helvetica, Verdana, Times New Roman
- Use appropriate text size:
 - medium, 1em, 100%
- Use appropriate line length
 - Between 50-75 characters is recommended
- Use strong contrast between text & background
- Use columns instead of wide areas of horizontal text



More Text Design Considerations

- Carefully choose text in hyperlinks
 - Avoid "click here"
 - Hyperlink key words or phrases (eg. <u>Book Ticket</u>)
 - Do not hyperlink entire sentences
- Chek yur spellin (Check your spelling !!)



Using Color on Web Pages

- Computer monitors display color as intensities of red, green, and blue light
- > RGB Color
- The values of red, green, and blue vary from 0 to 255.
- Hexadecimal numbers (base 16) represent these color values.

#FFFFFF	#FFFFCC	#FFFF99	#FFFF66	#FFFF33	#FFFF00
#FFCCFF	#FFCCCC	#FFCC99	#FFCC66	#FFCC33	#FFCC00
#FF99FF	#FF99CC	#FF9999	#FF9966	#FF9933	#FF9900



Hexadecimal Color Values

Red: #FF0000 Green: #00FF00 Blue: #0000FF Black: #000000 White: #FFFFFF Grey: #CCCCCC

 # indicates a hexadecimal value

Hex value pairs range from 00 to FF

 Three hex value pairs describe an RGB color

Web Color Palette

#FFFFFF	#FFFFCC	#FFFF99	#FFFF66	#FFFF33	#FFFF00
#FFCCFF	#FFCCCC	#FFCC99	#FFCC66	#FFCC33	#FFCC00
#FF99FF	#FF99CC	#FF9999	#FF9966	#FF9933	#FF9900
		The state of the s		The state of the s	
#FF66FF	#FF66CC	#FF6699	#FF6666	#FF6633	#FF6600
#FF66FF #FF33FF	#FF66CC #FF33CC	#FF6699 #FF3399	#FF6666 #FF3366	#FF6633 #FF3333	#FF6600 #FF3300

- A collection of 216 colors
- Display the most similar on the Mac and PC platforms
- Hex values:
 00, 33, 66, 99, CC, FF
- Color Chart : http://webdevbasics.net/color
- Color Picker: http://www.w3schools.com/colors/colors_picker.asp



Making Color Choices

- > How to choose a color scheme?
 - Monochromatic
 - http://meyerweb.com/eric/tools/color-blend
 - http://www.0to255.com
 - Choose from a photograph or other image
 - http://www.colr.org
 - Begin with a favorite color
 - Use one of the sites below to choose other colors
 - http://www.colorschemedesigner.com
 - http://www.colorsontheweb.com/colorwizard.asp



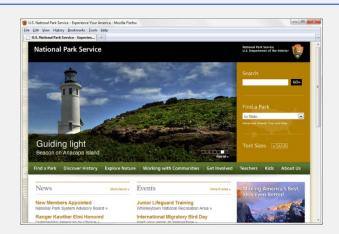
Use of Color



Appealing to Kids & Preteens



Appealing to Young Adults



Appealing to Everyone



Appealing to Older Adults



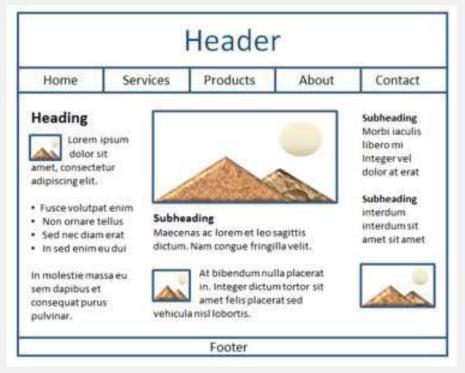
Navigation Design

- Make your site easy to navigate
 - Provide clearly labeled navigation in the same location on each page
 - Most common across top or down, left side
- > Consider:
 - Navigation Bars
 - Breadcrumb Navigation
 - Using Graphics for Navigation
 - Dynamic Navigation
 - Site Map Links
 - Site Search Feature

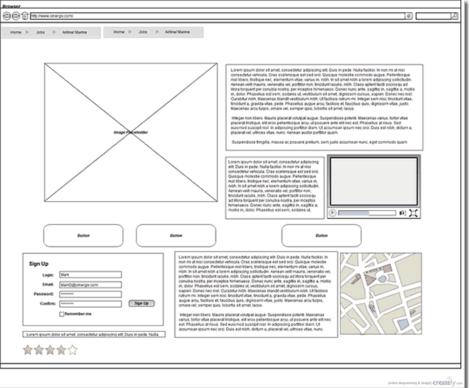


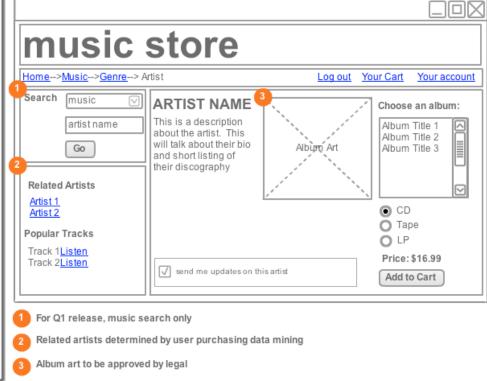
Wireframe

- A sketch of blueprint of a web page
- Shows the structure of the basic page elements, including:
 - Logo
 - Navigation
 - Content
 - Footer



Sample Wireframes

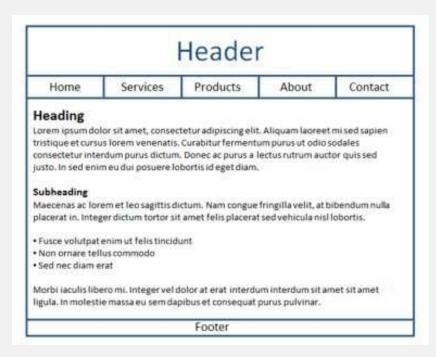






Web Page Design Page Layout (1)

- Place the most important information "above the fold"
- Use adequate "white" or blank space
- Use an interesting page layout





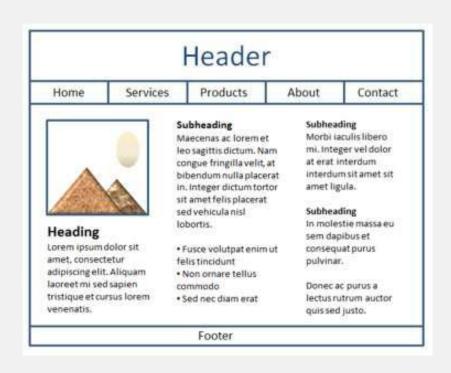
This is usable, but a little boring. See the next slide for improvements in page layout.



Web Page Design Page Layout (2)



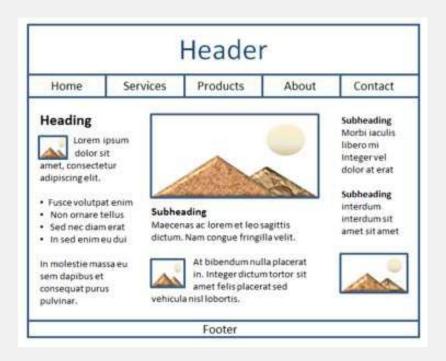
Columns make the page more interesting and it's easier to read this way.

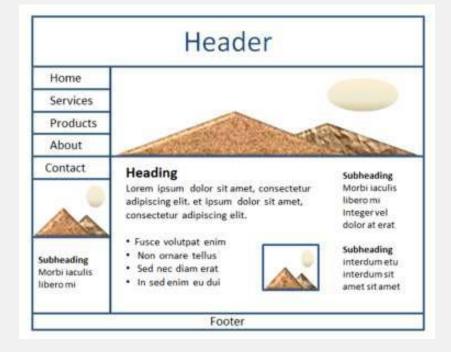


Web Page Design Page Layout (3)

Best

Columns of different widths, interspersed with graphics and headings create the most interesting, easy to read page.



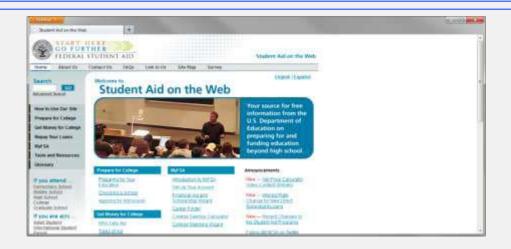


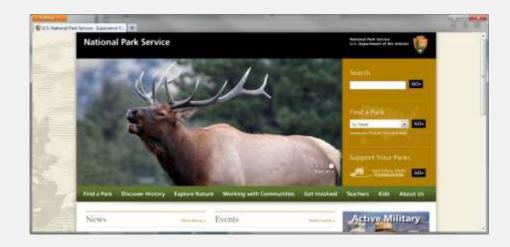
Page Layout Design Techniques

Fixed Layout

- •AKA rigid or "ice" design
- •Fixed-width often at left margin

 More appealing if fixed with content centered







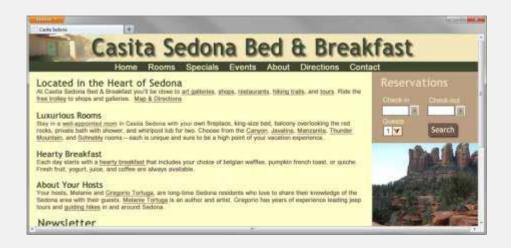
Page Layout Design Techniques

Fluid Layout

- AKA "liquid" design
- Expands to fill the browser at all resolutions.

Adaptation:

- Page content typically centered, with a percentage width (such as 80%)
- Set Minimum width







Web Design - Best Practices Checklist

http://terrymorris.net/bestpractices

- Page Layout
- Browser Compatibility
- Navigation
- Color and Graphics
- Multimedia
- Content Presentation
- Functionality
- Accessibility



Final Words on design

- Avoid Computer-Based Tools in the Early Design Stages
- Designer who work out conceptual ideas on paper tend to iterate more and explore the design space more broadly. Using computer-based tools tend to take only one idea and work it out in detail.
- When should you move to computer-base tools?
 - when you absolutely must save designs and email them to others.

